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A ROLEPLAYING GAME ABOUT CLONES

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The big day is finally here: senior prom, your wedding day, the prison break.

Unfortunately, today you wake up surrounded by clones of yourself. And they are your clones, because you're sure that you are the original you.

Then again, the others are making that same claim.

Each player is a clone of the same person. As a group, determine your name, age, gender, and what makes today special. Populate the world with three people that are important to your clones.

Write down several personality traits (i.e. brave, reckless) on slips of paper, three per clone. Each player then draws one at random. Whenever you're stuck, use this trait as a roleplaying aid. Keep your trait secret.

Roll 1D6 when you attempt something difficult. Roll 4 or more and you succeed.

Other clones may give you a +1 or -1 bonus to your roll.

The person rolling must accept the bonus. A total bonus cannot be above +2 or below -2.

Play out the day and see what happens. Do the clones work together, or do you get in the way of yourself?